

**Amendments to the Claims**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1. (currently amended) A computer apparatus for implementing a workflow, ~~the workflow being~~ defined by a sequence ~~of~~ in which activity nodes that include a plurality of interactive nodes must be performed, the computer apparatus comprising a processor for arranging and initiating the execution of the activity nodes in accordance with the defined sequence, wherein each interactive node is arranged to allow a user to input data for use in the execution of an activity node, the processor being arranged to analyse the user input data to determine the interactive node in the sequence of activity nodes to which the user input data is associated.

2. (previously presented) A computer apparatus according to claim 1, wherein the processor is arranged, in response to the analysis, to initiate execution of the associated interactive node such that if the user data is associated with an interactive node that has been executed the interactive node is re-executed.

3. (original) A computer apparatus according to claim 2, wherein the processor is arranged to compensate executed activity nodes that follow in the defined sequence from the re-executed interactive node.

4. (original) A computer system comprising a computer apparatus according to claim 1 coupled, via a network, to a second computer apparatus, the second computer apparatus having a user interface to allow a user to input data for an interactive node.

5. (original) A computer system according to claim 4, wherein the network is the internet.

6. (original) A computer system according to claim 5, wherein the user interface is an internet application allowing sequential movement between web pages.

7. (currently amended) A method for implementing a workflow, ~~the workflow being defined by a sequence of~~ in which activity nodes that include a plurality of interactive nodes must be performed, the method comprising:

~~arranging and~~ initiating the execution of the activity nodes in accordance with the defined sequence, wherein each interactive node is arranged to allow a user to input data for use in the execution of an activity node, and

~~arranging to analyse~~ analyzing the user input data to determine the interactive node in the sequence of activity nodes to which the user input data is associated.

8. (previously presented) A method according to claim 7, further comprising initiating, in response to the analysis, the execution of the associated interactive node such that if the user data is associated with an interactive node that has been executed the interactive node is re-executed.

9. (original) A method according to claim 8, further comprising compensating executed activity nodes that follow in the defined sequence from the re-executed interactive node.